CALL OF DUTY 3

TEEN
T
CONTENT RATED BY ESRB

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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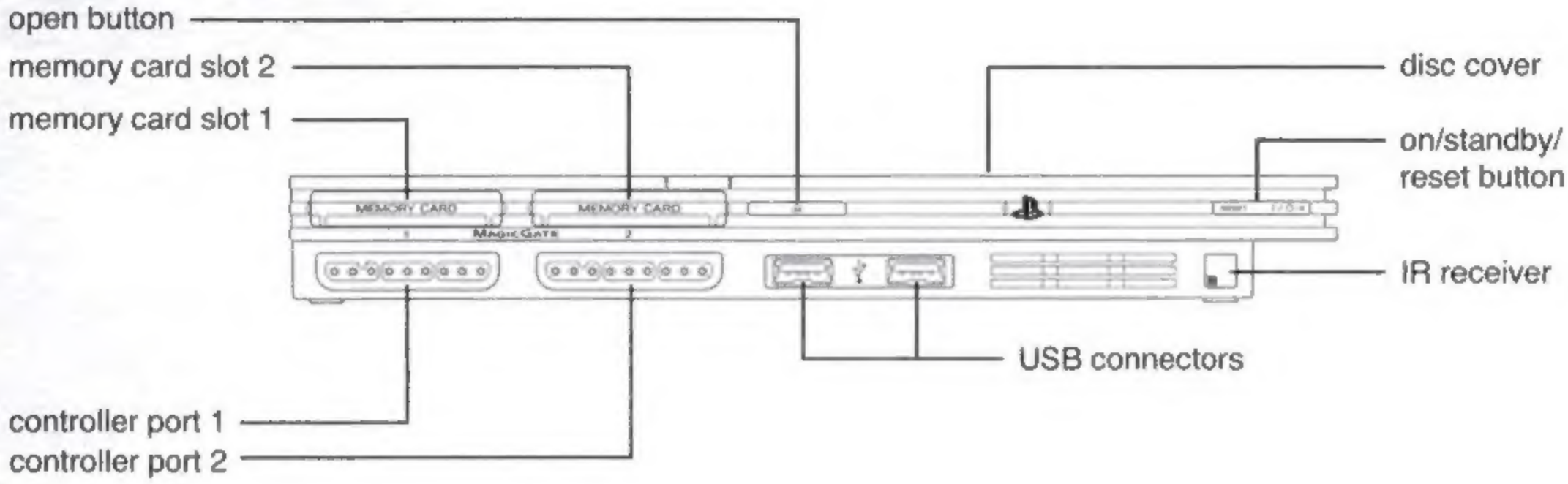
GETTING STARTED



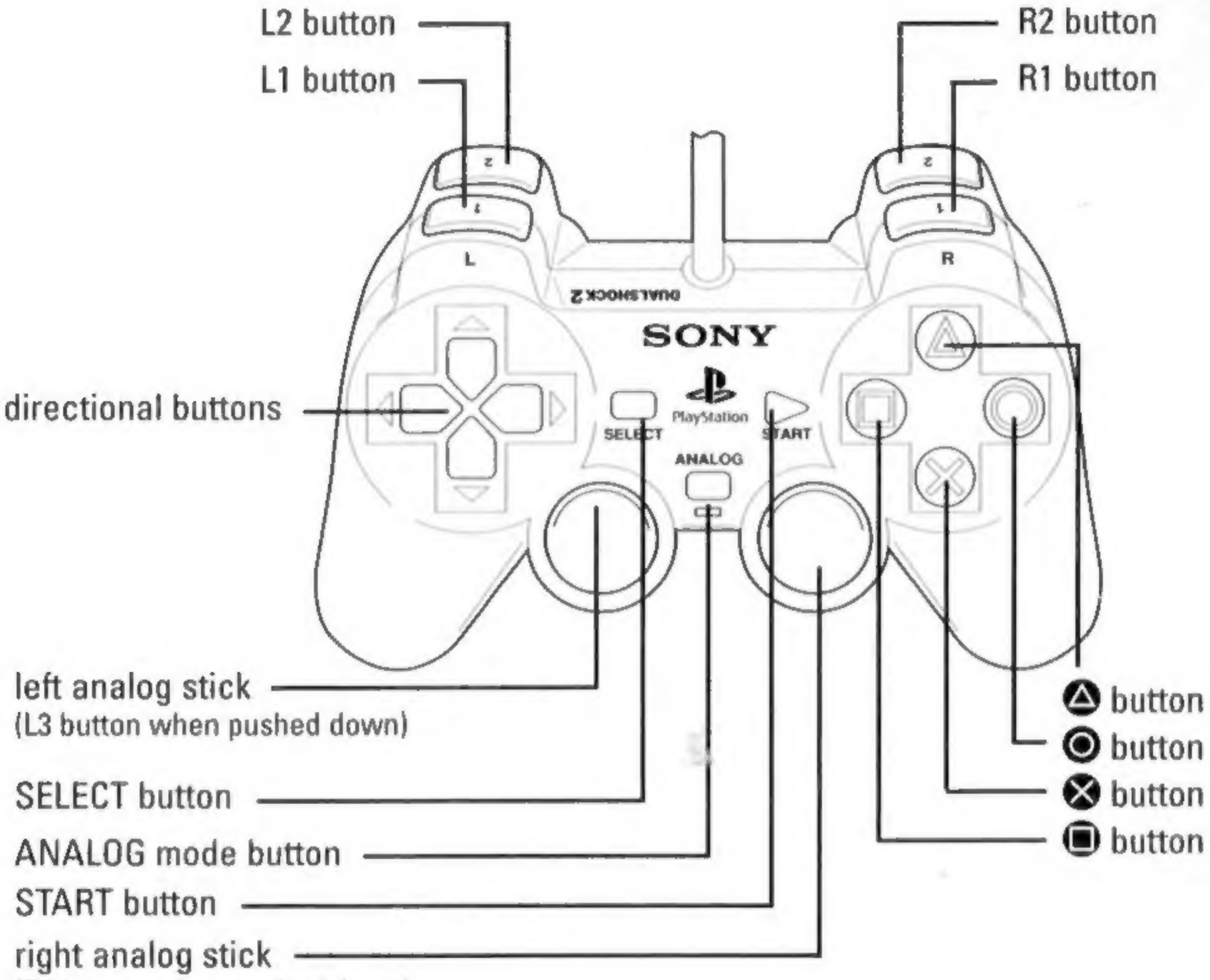
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Call of Duty® 3* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the ⬆ and ⬇ directional buttons to navigate. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the △ button to go back. *Call of Duty 3* supports the DUALSHOCK2® analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

MAIN MENU

After you view the introductory movie, the game's Main Menu will appear.

From this menu you can launch Single Player, switch to the Multiplayer portion of *Call of Duty 3*, access the Profiles menu and access Bonus Material (once unlocked).

To start a single-player game, select **Single Player** from the *Call of Duty 3* Main Menu.

Multiplayer – Access the Multiplayer menu.

Profiles – Configure your controls and adjust audio/video settings.

Bonus Material – View unlocked materials.

THE SINGLE PLAYER GAME

In *Call of Duty 3,* get closer than ever to the fury of combat as an Allied soldier in World War II's most intense military operation, the Normandy Breakout Campaign. Battle Actions bring you face to face with German forces. Multiple attack routes let you decide whether to flank your enemy or hit him head on.

New Game – Launch a new *Call of Duty 3* game from the beginning of the campaign.

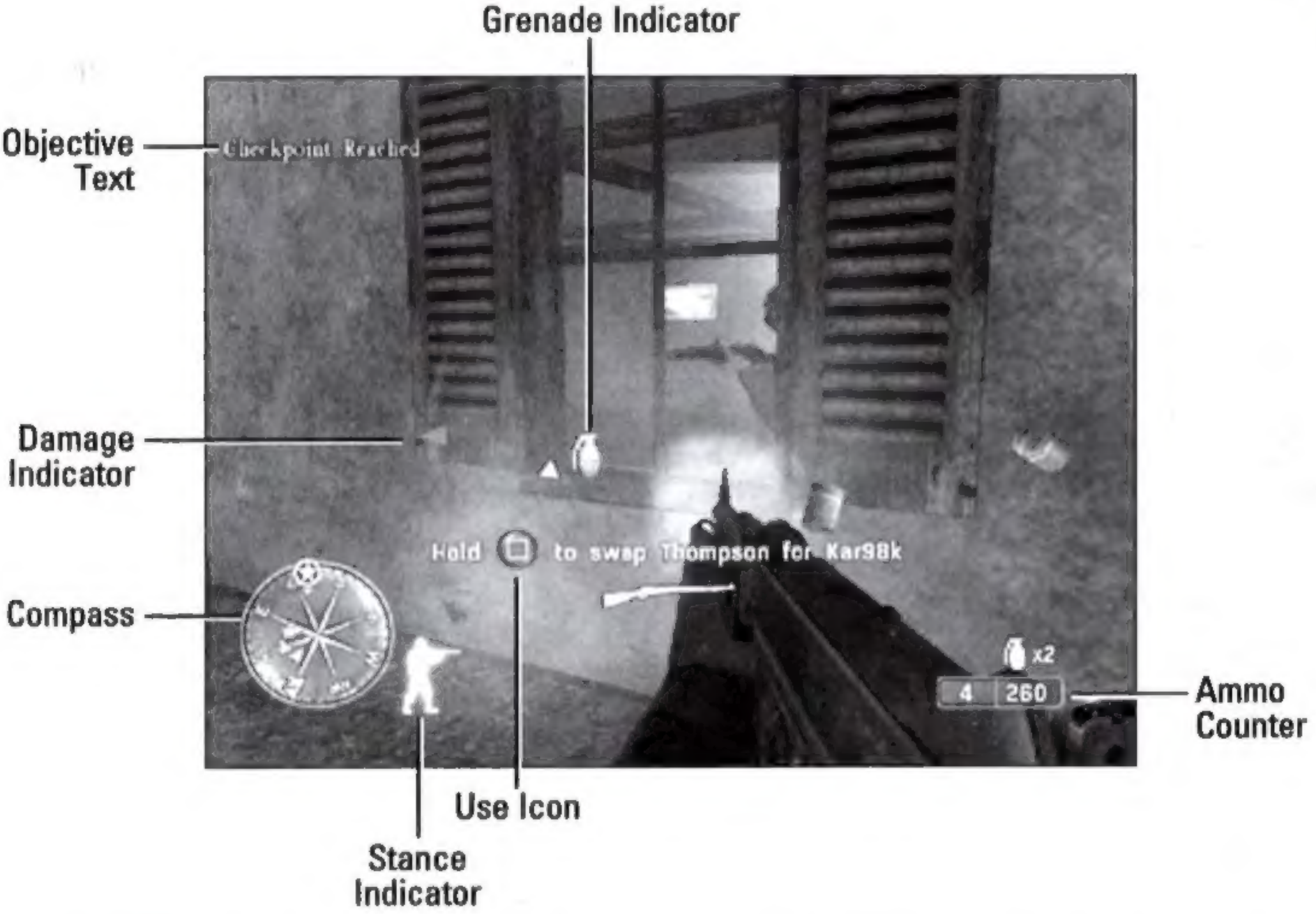
Continue – Load the game you were playing from your last Checkpoint, so you can continue your progress through the campaigns. This option is displayed only after starting a mission. This option is displayed in gray before you start any single-player gameplay, but will become available after you've begun a single-player campaign.

Chapter Select – Select an unlocked chapter. Play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the three options available.

PLAYING THE GAME

Before each mission you'll receive a briefing. These will frequently be in the form of orders from your superiors. These briefings will often provide crucial information about your objectives and the dangers you will face. Listen to them carefully. They could save your life.

IN-GAME DISPLAY



Compass – It shows the direction you are facing and the location of nearby allies (green arrows), and enemies (red dots, only when the enemy is firing). Your current objective is also marked with a gold star.

Ammunition Counter – The first number indicates how many rounds are in your current weapon. The second number indicates the total number of rounds you carry.

Crosshair – Use your crosshair to aim your weapon at your enemies. When you run or walk, your crosshair will widen, indicating the lack of accuracy that comes from attempting to aim while moving. If a friendly is in your line of fire, pressing the **Fire** button will ask individuals to move out of your line of sight.

Damage Indicator – When you take damage from enemy fire, a red arrow will appear near the center of the screen, indicating the general direction from which you were hit. If the arrow points upward, the

enemy is in your forward arc. If the arrow points downward, the enemy is hitting you from behind.

Grenade Indicator – When an ally or an enemy throws a grenade near you, a small grenade-shaped icon with a triangle will appear, indicating the direction of the grenade in relation to your position. If the grenade is close enough to you, you'll see a hand icon indicating that the grenade can be thrown back. To throw back a grenade once you've picked it up, quickly press the **Throw Grenade** button before the grenade blows up in your hand.

Use Icon – This indicator appears when there is an item you can pick up or use. This could be anything from a weapon to a vehicle. In order to use the item, press your **Use** button. In the case of some functions such as entering vehicles, you must press and hold the **Use** button.

Objective Text – This text gives you critical information on your mission.

Stance Indicator – This indicator displays your current stance—standing/crouching/prone. While crouching and going prone, your movement speed is slower, but your accuracy is increased.

MOVEMENT CONTROLS

The default movement controls are as follows:

Command	Default Key	Description
Forward	left analog stick ⬆	Walk forward.
Backpedal	left analog stick ⬇	Walk backward.
Turn Left	right analog stick ⬅	Turn counter-clockwise.
Turn Right	right analog stick ➡	Turn clockwise.
Stand/Jump	⊗ button	Stand upright from either the Crouching or Prone position. Press again to Jump.
Go to Crouch	Press ◉ button	Crouch from either the Standing or Prone position.
Go to Prone	Press and hold the ◉ button when crouched	Lie prone from either Standing or Crouched position.

LOOK CONTROLS

You may choose to invert Look controls for your controller from the Options Controller Menu.

WEAPON CONTROLS

The default weapon-related buttons are as follows:

Command	Default Key	Description
Attack	R1 button	Fire weapon.
Aim Down the Sight	L1 button	Press and hold down the trigger to go to Aim Down the Sight mode of your gun. Release to return to From the Hip Firing mode.
Melee Attack	**R3** button	Strike the enemy with the butt of your gun.
Reload Weapon	▣ button	Reload weapon.
Switch Weapon	△ button	Switch between your primary and secondary weapons.
Throw Smoke Grenade	L2 button	Throw a Smoke grenade.
Throw/Cook Frag Grenade	R2 button	Throw a Frag grenade. If you hold the button down, you may cook the grenade. The bars that disappear at the center of the screen tell you how much time you have left to throw it before it explodes.
Binoculars	Click the **L3** button	Use Binoculars to survey the battlefield.
Hold Breath	Press and hold the **L3** button	Hold your breath to steady your aim (Sniper Rifles in ADS mode only).

OTHER CONTROLS

Command	Default Key	Description
Show Objectives/ Score	Press and hold the SELECT button	Bring up a list of your mission objectives in Single Player, and the scoreboard in Multiplayer.
Use	Press and hold the ◉ button	Use, pick up, drop off and otherwise interact with items and vehicles.

AIMING DOWN THE SIGHT (ADS)

Every gun has an Aim Down the Sight mode. This brings the weapon up from your hip to your face so you can look down the sight (or into the scope, in the case of Sniper Rifles). Using ADS on MG34s and .30 CALs causes you to drop to the ground and deploy. Aiming Down the Sight gives you a slight zoom effect, enabling you to be more accurate. However, while Aiming Down the Sight, you'll move much slower than normal.

MELEE ATTACK

Sometimes you may run out of ammo just as the enemy has you cornered. It might be ideal to take him out with a quick, offensive maneuver. The Melee action can be useful in these hectic life-or-death situations while a few feet from your opponent.

RELOADING YOUR WEAPON

When your weapon runs out of ammunition, you will automatically reload. Watch your ammo counter carefully! Reloading in the middle of a firefight takes time and leaves you unable to defend yourself. You can manually reload your weapon between fights with the **Reload** button (◉ button). In Single Player games, if you're low on ammo, pick up extra ammunition from a fallen comrade's weapon of the same type by running over it. If you can't find any ammo for your weapon, grab a weapon from a fallen enemy.

SWAPPING WEAPONS AND PICKING UP ITEMS

In Single Player, when you see a weapon on the ground, you can swap it for one of your weapons. To swap weapons, stand over the weapon and when you see the Use Indicator, press and hold the ● button. You'll automatically drop your current weapon and pick up the new weapon. Picking up items is as simple as pointing your crosshair at the item and pressing and holding the **Use** button (● button), or, in the case of ammunition, walking over it.

SHOW OBJECTIVES/SCORE

Throughout your campaign, mission objectives will change. Press the **Show Objectives/Score** button (▬ SELECT button) to show your mission objectives and show your status on each one.

- Incomplete or in-progress mission objectives appear in green text.
- Completed mission objectives appear in gray text.

MULTIPLAYER

CONNECTING TO MULTIPLAYER GAMES

This Software uses DNAS (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. (SCEI). DNAS retrieves information about a users hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America (SCEA) and their affiliates cannot guarantee the continuous operation of the DNAS servers. SCEA shall not be liable for any delay or failure of the DNAS servers to perform. If you receive a message during login, identifying a DNAS authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning DNAS, visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online gameplay or access thereto.

Note: By joining an online session, you must leave the Activision-controlled environment in Call of Duty 3. *The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself.*

To play *Call of Duty 3* online, you'll need a Network Adaptor® (Ethernet/modem)(for PlayStation®2) and an Internet service provider. Before playing online, a valid network configuration file must be created and saved to the memory card (8MB)(for PlayStation®2) using the Network Adaptor Start-up disc. If you are able to authenticate DNAS but not play *Call of Duty 3*, try removing your router or enabling port forwarding on your router.

Up to 16 players can battle it out as a variety of player classes, including riflemen, infantry, scouts and others. Use teamwork! Remember, no one fights alone!

Creating and Connecting to Games

Selecting **Instant Action** allows you to join a game immediately. Selecting **Find Game** allows you to filter out specific games based on common settings.

If you want to use your PlayStation®2 as a host, click on **Create Match** from the Multiplayer menu. From here, you'll be able to select the map you want the game to run and other options.

MULTIPLAYER-SPECIFIC CONTROLS

Vehicles

Sometimes, the battlefield is strewn with vehicles that the resourceful player can utilize to his advantage. When you find a vehicle that you wish to use, press and hold the **Use** button (● button) to enter it. Multiple players can occupy the vehicles, taking different positions inside. To switch positions from Driver, Passenger or Gunner, press the **Jump** button (✕ button). To fire the machine gun in many vehicles, press the R1 button. Beware of overusing the automatic guns; they will eventually overheat!

Sprinting

Sometimes you need to quickly put a lot of distance between you and the enemy. The best way to do this is to utilize the Sprint feature. Click and hold the **left analog stick** to run. Watch your Stance Indicator, though! The longer you sprint, the more fatigued you become. Moving at a normal speed will allow your body to regenerate lost stamina.

Capturing Enemy Flags

In the game types Capture the Flag and Single Flag Capture the Flag, you must capture the opposing team's flag. You may do this by approaching their flag, and pressing and holding the **Use** button (● button) to pick it up. You can drop it by pressing the R1 button. The flag carrier can Melee attack with the flag by pressing the **Melee** button (**R3** button).

MULTIPLAYER CHARACTER CLASSES

All classes are awarded points for using their special abilities. In addition, players accrue score points for completing objectives, utilizing their special abilities, not just for kills. You may find yourself moving up in rank, improving your abilities with things like decreased cool-down for your abilities and ability to carry more ammo.

On the display in the Class Selection screen, you may see how each of the Classes stack up based on factors like accuracy, range and firepower.

Special Grenades

Each class carries a single type of Grenade such as Smoke, Fragmentation and Sticky grenades (more precise to place; try putting one on a vehicle!) The classes each have unique abilities. Use the L2 button to engage them. Certain abilities require you to hold the L2 button in order to activate them.

Rifleman

This class is adept at medium-short range combat, favoring a Rifle to take down his enemies. His secondary weapon is a Pistol.

Light Assault

This class starts with a Submachine Gun and spawns with Sticky grenades, which stick to anything that they are thrown at. This class can move quickly and you can plant Mines, as well.

Heavy Assault

This class starts with an Assault Rifle and has the ability to place Mines.

Medic
This class has the unique ability to revive fallen comrades. If the Medic approaches a fallen ally, the Medic can use the class ability to revive and ready them for battle. After the Medic has used the revive ability, the Medic must wait until the Special Ability meter on the right side of the screen fills before the Medic can use it again.

Scout
This class is useful for those who prefer long-range combat. It comes with a Sniper Rifle, and has the unique ability to use Binoculars to call in Artillery Strikes on foes. Much like the Medic, the Scout must wait until the Special Ability meter on the right of the screen fills before being able to use the special ability again.

Support
This class starts with a Machine Gun that can be set up on the ground to rain down fire on opponents from a stationary position. Support also has the ability to drop ammo packs to refill allies' weapons. After achieving higher ranks, the number of ammo packs Support class can drop increases. You must wait until the Special Ability meter fills before dropping another ammo pack.

Anti-Armor
This class starts with the Anti-tank weapon as the main weapon. Anti-armor may use this to destroy vehicles and combat heavy armor effectively. You also have the special ability of dropping ammo packs to help teammates. The number of ammo packs Anti-armor can drop is affected by your rank. You must wait until the Special Ability meter fills before dropping another ammo pack.

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Dedicated to the brave men and women who fought and died in the Normandy Breakout. Your courage and sacrifice paved the road for freedom in Europe.

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